

Glossary for LifeSize Multiparty Calling

Reference for LifeSize® Bridge™ and
LifeSize® UVC Multipoint™



“Multiparty calling,” also referred to as bridging, is used to describe a video call that involves multiple people. Bridging is enabled by the use of a multipoint control unit (MCU, aka bridge). Multiparty calling enables productive collaboration for trainings, distance learning and sales meetings or anytime there is the need to gather a distributed team from different locations or on different devices.

Capacity—This refers to one of the following: number of recording ports, bridge ports, transit traversals, gatekeeper registrations or management ports. When you add capacity, you generally increase the number of users, ports or seats for a given resource.

Cascading—This occurs when a video call between two or more MCUs is needed to optimize bandwidth efficiency across the WAN or to host a larger meeting than possible using only one MCU.*

Clustering—The act of connecting multiple bridges (hardware or virtual machines) and making them work as a single device is referred to as clustering, which offers important advantages, such as high availability with built-in redundancy, one administrative interface for easier management and a single virtual operator for all connected bridges.

Cluster Node—In a cluster, each of the constituent servers is referred to as a node.

Continuous Presence—All participants, including the active speaker, are seen on the screen at the same time.

Encoders and Decoders—(See box below).

Encoder—An encoder converts raw video information to a designated format or code for the purpose of standardization, speed and video compression.

Dedicated Encoder Conference—This is a conference call that assigns an individual encoder per video system (encoder per participant) in the conference in order to optimize the end-user experience. LifeSize UVC Multipoint and LifeSize Bridge dedicated encoder conferences use an encoder per participant in order to eliminate self-view and let each participant select their own layout.

Shared Encoder Conference—This is a conference call that shares one or more encoders among many video systems in order to optimize system performance and capacity. LifeSize UVC Multipoint shared encoder conferences use a high and low quality encoder to obtain maximum port density per conference.

Decoder—This converts compressed video information from one format to a raw video format for the purpose of re-encoding to another format.

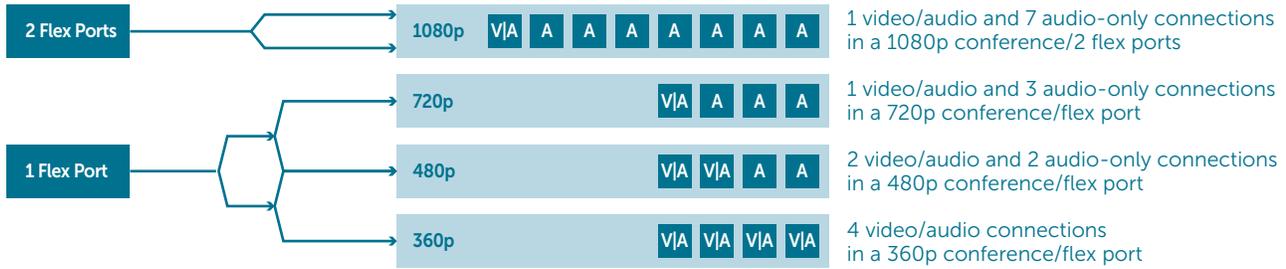
Failover—This is the process or capability of seamlessly switching over to a functionally equivalent server in a multicomponent setup. It ensures always-on reliability with near-zero downtime should a power outage or similar event occur. Two or more LifeSize Bridges in a cluster can provide failover.

Fixed Port Capacity—The number of available ports is fixed regardless of codec, resolution, connection speed or frame (sometimes referred to as flat capacity). LifeSize Bridge offers up to 16 ports.

Flexible Port Capacity—The administrator settings provide the ability to add capacity per port by lowering the resolution of the port. A LifeSize UVC Multipoint flex port supports up to 4 participants.

*Cascading on the LifeSize Bridge 2200 is accomplished by designating one cascading host bridge and up to 16 additional cascading participant bridges. Expanded conference mode can run on cascading participant bridges but may not run on the designated cascading host.

Flex Port—This is a unit of measure used to describe the flexible port capacity found in LifeSize UVC Multipoint, the only bridge that lets you purchase one port at a time.



High Availability—This is a term for groups of computers that support server applications that can be reliably utilized with a minimum of downtime. They operate by harnessing redundant computers in groups or clusters that provide continued service when system components fail.

LifeSize Bridge Expanded Conference License—This license key allows administrators to expand the 16-port LifeSize Bridge to deliver a single 48-way meeting, utilizing 12 dedicated encoders for active speakers and 4 shared encoders.

LifeSize® UVC Platform™—The LifeSize UVC Platform is an integrated, software-based platform for video infrastructure. It consolidates the capabilities of multiple single-purpose products and makes them instantly available from one common interface. "UVC" stands for Universal Video Collaboration.

Multipoint Control Unit (MCU, aka bridge)—This refers to a hardware or software implementation that supports more than two participants in a multiparty video call.

On-Demand Call—In video conferencing, on-demand is described as instantly available for the purposes of communicating with another user with a video conferencing solution. An on-demand video call is akin to a phone call; the user can establish a video conference call with anyone, anytime, anywhere.

Redundancy—This refers to the duplication of critical components or functions of a system with the intention of increasing reliability of the system, usually in the case of a backup or fail-safe.

Scalability—This refers to the ability of a system, network or process to be enlarged to accommodate growth (added capacity).

Scheduled Calls or Scheduling—This is the act of reserving resources, typically video ports when used in context of MCUs or bridges, to guarantee availability based on calendar time. Call scheduling is typically implemented by a higher management function in management software or in the user configuration of the MCU.

Virtual Machine—A virtual machine is a software implementation of a physical machine, usually a server machine, wherein all the resources are virtualized. All LifeSize UVC Platform applications are available as virtual machine software.

Virtual Meeting Room—This refers to a virtual space allowing multiple meeting participants calling in from most any location with a video conferencing solution—even those on different network types, including private IP, the Internet or ISDN—to connect anytime, anywhere. Audio participants are also supported. Virtual meeting rooms are accessed.

Virtual Operator—This is an interactive voice response (IVR) system that guides the video caller through meeting creation or meeting selection. For audio callers, the virtual operator prompts for meeting IDs, enabling the mobile workforce to join bridged video conference calls.

Voice Activated Switching (VAS)—This is a term used to describe a method in which the active speaker is seen by all meeting participants whenever he or she is talking.



Headquarters
Austin, Texas, USA
+1 512 347 9300
Toll Free US +1 877 543 3749

EMEA Regional Office
Munich, Germany
+49 89 20 70 76 0
Toll Free Europe +00 8000 999 09 799

www.lifesize.com
E-mail info@lifesize.com

APAC Regional Office
Singapore
+65 6303 8370



Delivering the Ultimate Communication Experience

© 2013 Logitech. All rights reserved. Information contained in this document is subject to change without notice. LifeSize is the registered trademark or trademark of Logitech. All other trademarks are the property of their respective owners.

Glossary_MultipartyCalling_0213